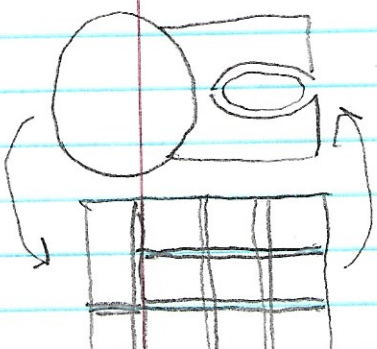


sorta foreground

lotsa trees



Blocks and placing blocks breaking